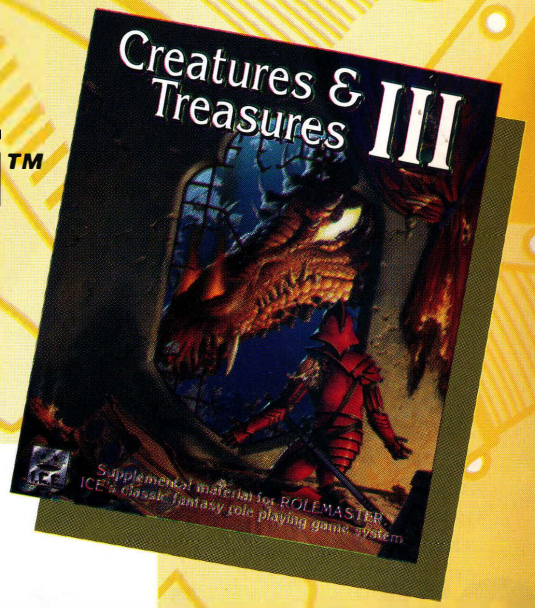
Rolemaster™

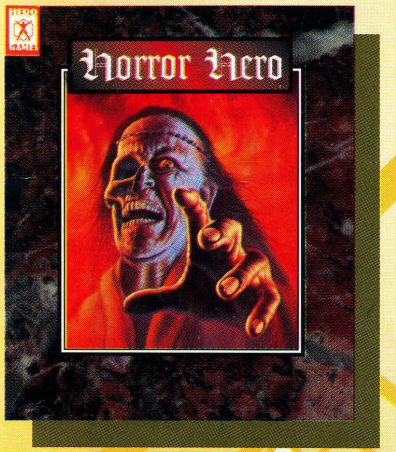
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For Rolemaster™



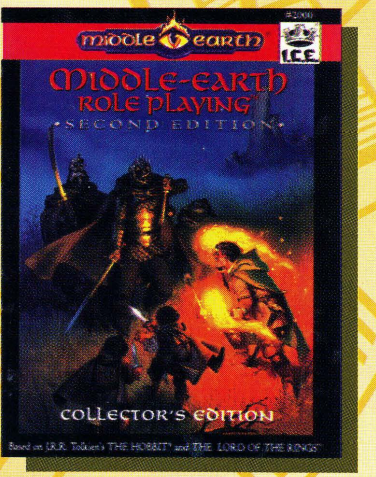


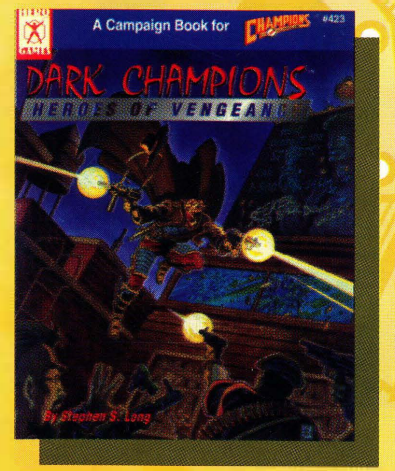
ICE CATALOG



Horror Hero™
for the *Hero System™*

MERP™
2nd Edition





Dark Champions™
for the Hero System™

1994 • NUMBER ONE

One Game to Rule Them All...



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Introduction

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For An Urgent Rules Question 1-804-295-3917

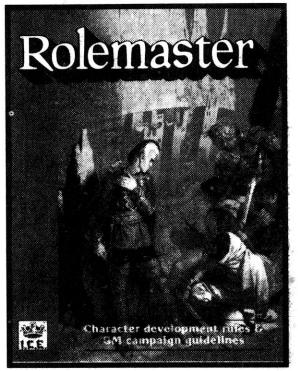
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Charlottesville, VA 22902

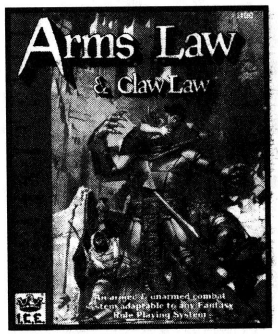
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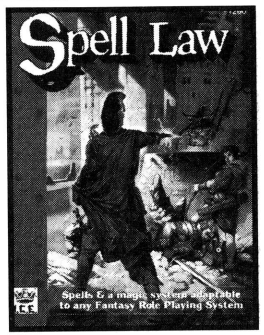
Rolemaster™ Boxed Set
Our complete boxed FRP system contains the three core books: *Arms Law & Claw Law*, *Character Law & Campaign Law*, and *Spell Law*. This state-of-the-art system adds realism and depth to your campaign without sacrificing playability.
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Arms Law & Claw Law®
(included with *Rolemaster* boxed set)
AL&CL is *Rolemaster's* armed and unarmed combat system, but it is adaptable to any FRP game. Each weapon and attack form has its own unique attack and critical tables. *AL&CL* adds excitement and realism to any campaign.
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Rolemaster™

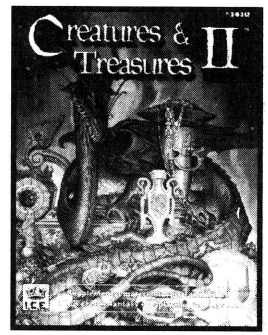
1994 is the year of the *Rolemaster* revision—but don't panic, this will not make existing products obsolete! *Rolemaster* continues to be an ideal advanced fantasy role playing system for experienced gamers. The first quarter releases, *Creatures & Treasures III™* and *Sea Law™*, cover material that will not be greatly (if at all) affected by the revision. Over all, the revision will primarily bring changes in the areas of skill development and level bonuses. The *Core System* book will include a discussion of ***Rolemaster*** concepts and mechanics, as well as a guide to using ***Rolemaster*** instructions that will give new and experienced players a better "feel" for the game. Of course, this is where the character, combat & magic rules will be covered as well. There will be a new *Player Guide* aimed at making the GM's job of teaching ***Rolemaster*** to players a lot easier!The *Gamemaster Guide* will give tips on role playing in general as well as using ***Rolemaster*** specifically. This guide will be full of general GM material, including how to set up and run a ***Rolemaster*** campaign. If space allows, there will also be a selection of material from the current series of *Rolemaster Companions.* Plans for revising the *Companion* series focus on thematic companions (Essence Companion, Mentalist Companion, Thieves' Companion, etc.) rather than spreading the material among several volumes. Look for the first release this fall.



Spell Law®
(included with *Rolemaster* boxed set)
Spell Law is *Rolemaster's* sourcebook for over 2000 fantasy spells. Adaptable to any FRP game, *Spell Law's* magic system includes individual spell attack tables, critical strike tables, a power point system, workable alchemy rules, and more.
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ChL&CaL is *Rolemaster's* complete character development rules set which uses a combined skill and level system. This enables players to create truly remarkable and individual fantasy characters. *ChL&CaL* also includes extensive campaign and GM guidelines.
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Creatures & Treasures™
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Rolemaster Character Records™
This helpful book contains individual character sheets for every *Rolemaster* profession through *RMC IV*. Get all the information about your character on a few, well-organized pages.
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Ever needed a detailed non-player or player character on the spur of the moment? *Rolemaster Heroes & Rogues* provides complete game information for 24 characters, each at 7 different levels.
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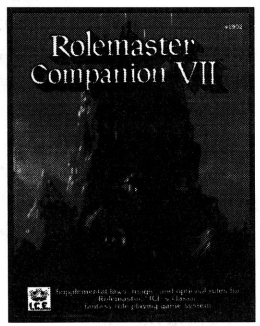
Rolemaster Companion II™
RMC II has thirteen new professions (including the Warrior Mage), 65 new spell lists, over 100 new optional skills! This supplement also provides comprehensive master tables and descriptions for all the skills and professions in *Rolemaster*.
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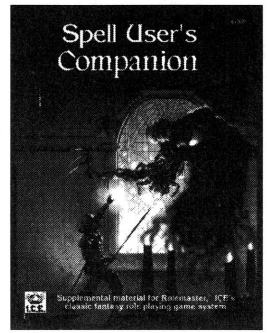
Rolemaster Companion IV™
Besides its optional rules and spell lists, *RMC IV* features a complete index of all *Rolemaster* spells and spell lists, along with a complete checklist for core rules, optional rules, professions, and spell lists from previously Companions.
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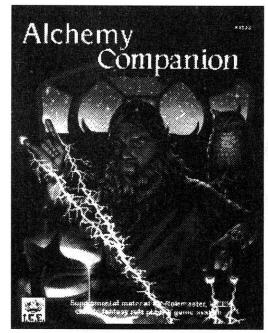
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New professions, spells, creatures and items, all with an oriental bent, appear in this new *Rolemaster* sourcebook. *Oriental Companion* contains plenty of background campaign information too.
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Sea Law™ **Available April '94**
This long-awaited 160 page sourcebook is all you need to handle naval combat in a role playing setting. From ship-to-ship encounters to fleet encounters, *Sea Law* has the answers, and of course, all of the tables & charts you'll need. There are guidelines on how to set up naval scenarios in your roleplaying campaign as well as a ship design system See how your character affects the outcome of a naval battle, or run a large scale battle without individual roleplaying characters Included are two 17" x 22" hex sheets and ship counters. *Sea Law* also includes a section with stats for sea creatures that may cause more trouble than other ships! Don't stay landlocked—get *Sea Law*!
St #1130 Book Call

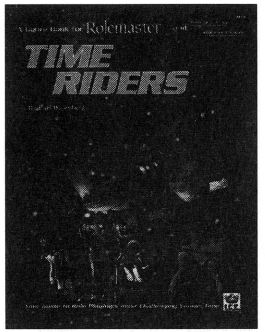
Rolemaster Combat Screen™
This GM's screen contains all relevant game charts and a critical strike table booklet.
St #1001 Screen $6.00

Rolemaster Genre Books™

Rolemaster is so versatile, we've started to produce *Genre Books*™ which detail specific campaign settings for use with this unified game system. Each title focuses on a specific campaign setting, or genre, and includes the additional rules needed for adventuring in that setting. If you're looking for a change of pace and want a unusual gaming environment, try one of our new *Genre Books.*

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Outlaw contains everything you need to know about running an old west role playing game. *Outlaw* covers adventuring in the US, west of the Mississippi, from 1865 to 1901.
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Arabian Nights™ Available June '94
This sourcebook for *Rolemaster* and *Space Master* has everything you need for running exciting adventures in the mythical lands of Arabia. Politics, history, culture, and many other topics are covered along with a detailed treatment of how *Rolemaster* professions, magic, races and creatures can be incorporated into this setting. This treatment also includes guidelines for *Space Master*, *Cyberspace*, historical and time-travel campaigns. New monsters, magical items and NPCs are there for the three full adventures and many adventure ideas. Rub your lamp, warm up your magic carpet and head off into *Arabian Nights*!
St #1305 112 pgs Call



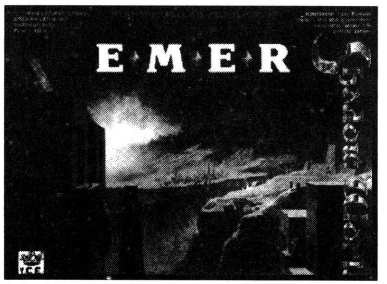
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Shadow World® Master Atlas 2nd Edition (replaces #6000)
This beautiful book is the cornerstone of our Shadow World series. It contains in-depth information on Kulthea, the Shadow World, an unparalleled planet of adventure, populated with all manner of fantastic beasts, peoples and nation states. Includes a huge color map of the western hemisphere.
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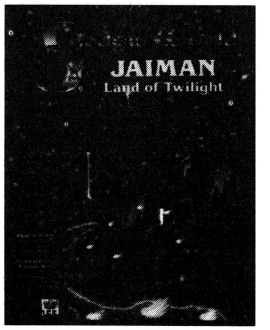
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Emer continues the sweeping legacy of *Shadow World* with a giant supplement. This is your guide to Kulthea's greatest continent. Includes several maps.
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Shadow World®

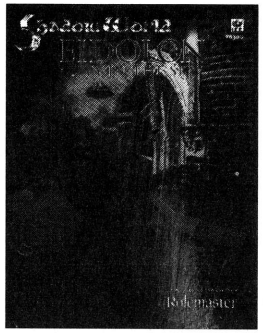
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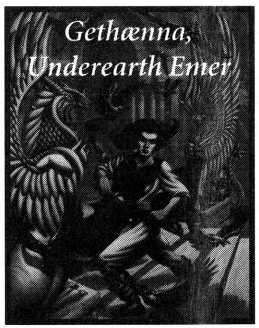
If you are thinking of entering the Shadow World, we suggest that you start with the *Shadow World Master Atlas 2nd Edition* and then branch out into the Jaiman module and Emer.



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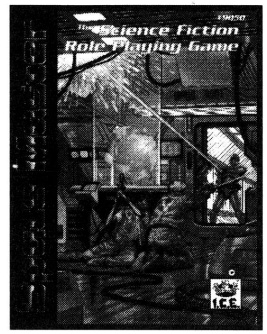
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St #6302 112 pgs Call

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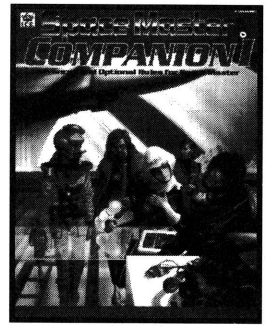
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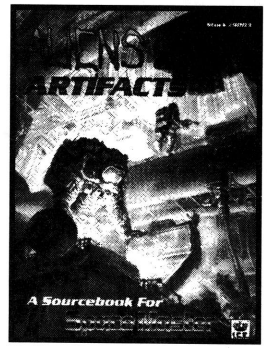
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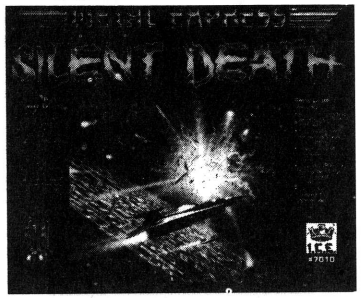


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An optional and variant rules compilation for the popular *Space Master* RPG. Included are: comprehensive new skill listings with new professions and development point costs.
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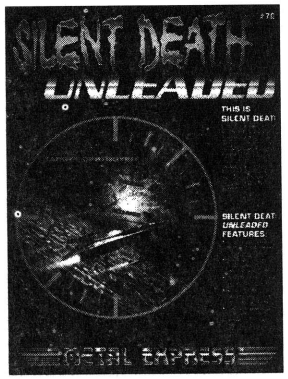


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Aliens & Artifacts is *Space Master's* book of creatures & treasures. This manual compiles alien races by ecosystem, and includes a listing of odd technological items.
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Space Master Companion II™
Available April '94
Space Master Companion II expands the ***Space Master*** system in new directions with an offering of fresh optional rules, professions, equipment and campaign additions—material for both Game Masters and players! The section on weapons & equipment provides a huge list of cybernetics as well as powered armor. Learn how to vary the technological & sophistication levels of items (range, durability, power source, etc.), tailor-making each to a specific planet, company or group. There are also more examples of aircraft & spacecraft, and vehicle construction ideas and rules. For your characters, there are new skills & development options as well as new races—including aliens—usable as player or non-player characters. The 128 pages of *Space Master Companion II* is just what your Space Master campaign needs!
ST#9004 112 pgs Call



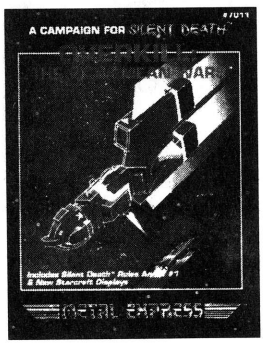
Silent Death™ Deluxe Edition
This deluxe set contains 18 metal starfighter miniatures, dice, maps, color counters, a scenario folder and more. The game comes ready to play with only three pages of rules to read for the basic game. Challenge deadly opponents and the cold hard vacuum of deep space with *Silent Death.*
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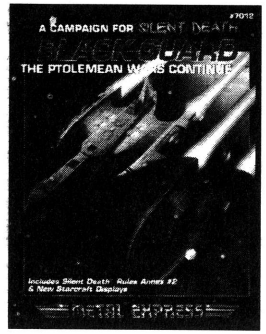
Silent Death Unleaded™
This is the same game found in the *Deluxe Edition*, but without the 18 metal miniatures (un-*lead*-ed, get it?). Nevertheless, it's as ready to play, since players can use the full-color counters provided to represent their starfighters.
St #7000 *Boxed* *$20.00*

Silent Death™

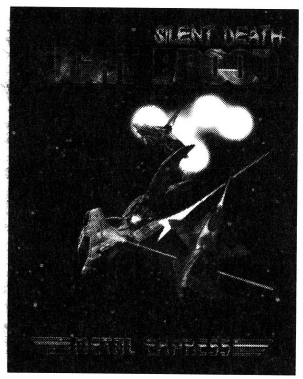
Silent Death: The Next Millennium™ is due out by late summer. Welcome to the world of ***Silent Death*** 100 years or so later—same acclaimed space fighter combat game, but now with fresh, new background stories and some rules changes for the better. Also, the new ***Silent Death*** line will feature plastic ship miniatures instead of metal. All you need to play is provided, including some plastic ships. The Deluxe version will offer more plastic ships and a comprehensive rulebook containing all the basic, advanced and optional rules developed to date, as well as some new ideas. And, the deluxe rulebook will be available for separate sale for those long-time ***Silent Death*** fans not yet willing to switch to plastics. The current ***Silent Death*** line shown here will be available while supplies last.



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These metal starfighter minis are manufactured by RAFM Company Inc. to ICE specifications. 1-3 ships and bases are supplied per blister card. Starcraft Displays for miniatures #901-912 appear in the *Silent Death* game (either version). Displays for #913-918 are provided in the *Overkill* expansion, while stats for #919-924 come in *Black Guard.* #925-930 are Hatchling alien fighters which are described in *Night Brood.*
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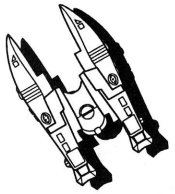
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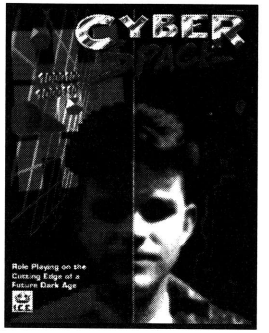
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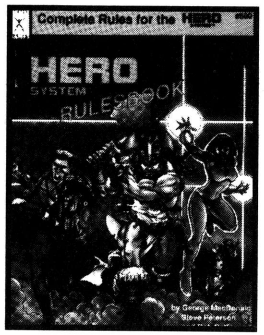
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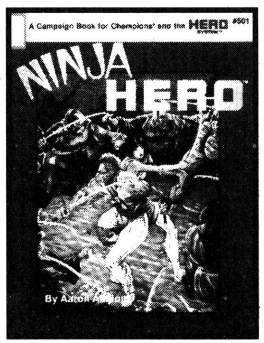
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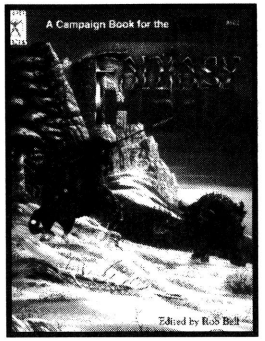
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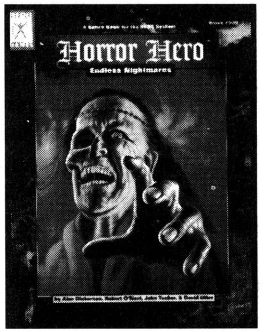
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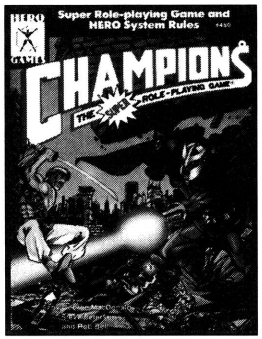
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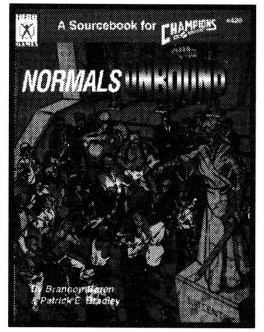
Road Kill™
Face Road Kill, a heavy metal rock band whose members are not only super stars but are super villains to boot.
St #415 *32 pgs* *$7.00*

Classic Organizations™
The companion book for *Classic Enemies* that no *Champions* player should be without! *Classic Organizations* contains write ups of DEMON, Red Doom, New Guard and more.
St #416 *192 pgs* *$18.00*

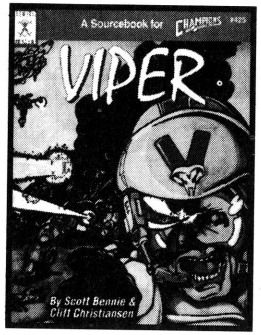
European Enemies™
European Enemies is a villain collection which concentrates on the criminal minds living across the Atlantic.
St #417 *96 pgs* *$13.00*

Champions Presents #1™
Champions Presents #1 is an anthology of three hard-hitting, foe-smashing adventures. Don't miss them!
St #418 *128 pgs* *$14.00*

Champions of the North™
In the tradition of the excellent *Kingdom of Champions*, this sourcebook details superheroes north of the border—in Canada!
St #419 *144 pgs* *$14.00*



Normals Unbound™
Need to fill out he details of that pesky, dependent NPC, or your hero's favorite sidekick? *Normals Unbound* introduces plenty of interesting campaign cast members for *Champions* and *Dark Champions*.
St #420 *96 pgs* *$13.00*



VIPER™
The boys in green are back! This is the complete sourcebook for the most powerful & villainous organization in the *Champions Universe. Background*, new agent types, new weapons, new vehicles, new supervillains and new (and old) adventures! These new super-powered operatives will raise your *Champions* campaign to the heights of villainy!
St #425 *192 pgs* *$20.00*

Champions Universe™
Finally, here is the manual that brings the rich world of Champions into focus. Information is drawn together from every *Champions* supplement published to date to create the definitive work on Hero Games' superhero universe.
St #421 *192 pgs* *$18.00*

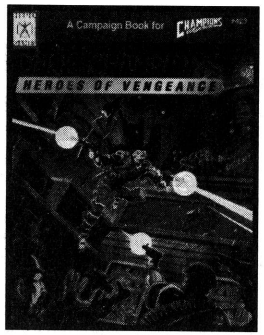
High Tech Enemies™
Here is our latest compilation of fiendish villains for your upstanding group of heroes to do battle with.
St #422 *96 pgs* *$13.00*

Champions Presents #2™
This 144 page supplement continues the tradition begun by the first *Champions Presents* providing three exciting, action-packed adventures for use with *Champions* the best in super-hero role playing. Each adventure comes with new villains, characters, tips for the Game Master, and ideas for linking them into a mini-campaign. *Champions Presents #2* has something for everyone.
St #424 *144 pgs* *$15.00*

Allies™
An enemies sourcebook for *Champions*; except this time there are no enemies! Instead you'll meet *Executive Sanction, The Posse, Felix 9*, and the rest of the potential allies found in this sourcebook. They're here to help your heroes, but with friends like these you may wonder who needs *ENEMIES*™!
St #427 *96 pgs* *$13.00*

The Mutant File™
This sourcebook for *Champions* takes an in-depth look at the mutants in the *Champions Universe*; it examines what makes a mutant, what it means to be a mutant, and who is a mutant. *The Mutant File* includes over 30 new characters, a random mutant-generator, and a write-up on the organization *Genocide.*
St #428 *96 pgs* *$13.00*

Creatures of the Night: Horror Enemies™
Explore the world of horror in a super-powered setting with this 96 page sourcebook for *Champions. Creatures of the Night* contains over 50 new horrific characters to challenge your bravest heroes. Extensive notes on how to integrate horror into your *Champions* campaign are included — scare up some excitement with *Creatures of the Night*!
St #429 *96 pgs* *$13.00*

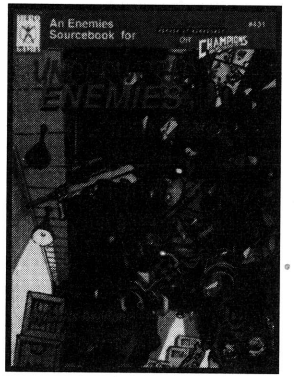


Dark Champions™
Here comes the ultimate sourcebook for the twilight world of vigilante superheroes. *Dark Champions* is jam-packed with new rules for creating and role playing gritty avengers. There are new combat maneuvers, rules, campaign descriptions, modern weapon lists, criminal organizations and much, much more. Step into harms way on the grimy, hard-hitting streets of *Dark Champions.*
St #423 *208 pgs* *$20.00*

Shadows of the City™
A trilogy of linked adventures brings your *Champions* campaign to the city streets! Get down and dirty with the intertconected adventures that emphasize plot and challenge your heroes' detective skills. This book is sure to be a hit for fans of *Dark Champions* and a chilling change of scenery for others who dare explore the darker side of the *Champions Universe*!
St #426 *144 pgs* *$15.00*

Dark Champions™
As a change of pace to superhero story lines, the *Dark Champions* series of products brings four color action to street level role playing. A hard-edged, gritty near future setting and some excellent writing has made this new series a quick hit. The author of *Dark Champions*, Steven Long, has also provided us with *Justice, Not Law*, a campaign setting, and the upcoming *An Eye For An Eye* campaign sourcebook. The other *Dark Champions* support titles are *Shadows of the City, Underworld Enemies,* and the upcoming *Murderers' Row. Creatures of the Night: Horror Enemies* and *Normals Unbound* do double duty as support item for both *Dark Champions* and *Champions.* There's plenty of material for fans of this new kind of hard-edged heroic roleplaying!

Justice, Not Law™
This companion to *Dark Champions* takes you even further into the twilight world of street justice and vigilantism, where the line between hero and villain is as thin as the blade of a knife. This sourcebook, written by the author of *Dark Champions*, is usable with both *Champions* and the *Hero System.* Jammed full of rules and background, this is a must for fans of street level roleplaying.
St #430 *192 pgs* *$18.00*

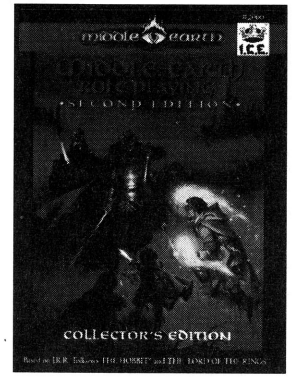


Underworld Enemies™
Underworld Enemies brings you new street level villains for *Dark Champions* and *Champions.* Over forty new villains to challenge you on the streets. Random Encounter Charts that list all the foes in Underworld Enemies are perfect for planning just what villain the players will meet, or for patrol encounters. This first enemies supplement especially for *Dark Champions* is bound to be hit with all *Champions* fans as well, and anyone playing street level games! **WARNING: Recommended for Mature Players Only!**
St #431 *96 pgs* *$13.00*

Murderers' Row™
Available April '94
This *Dark Champions* enemies book provides over 50 new bad guys to challenge players of all levels & powers. Each villain includes ideas on how to scale the foe up to a full-blown superpowered one or tone down to a non-powered true street-level foe. Of course there is a section on murder investigations!
St #433 *96 pgs* *Call*

An Eye For An Eye™
An Eye For An Eye is jam-packed with new rules, new weapons, and new organizations. There are heavy weapons, hot ammunition, new vehicles, new combat maneuvers, and complete organizations both good and evil. Expanded character creation, new investigation techniques, new package deals, advice on team play and a close-up look at RAVEN are features sure to please players and GMs alike. *An Eye For An Eye* is indispensable material for any modern or near-modern campaign, including *Dark Champions, Champions, Cyber Hero* or *Horror Hero.*
St #432 *128 pgs* *$14.00*

Corporations™ **Available May '94**
From board room fights to fights in the board room, it's all here—everything you ever needed to know about Corporations in the *Champions Universe.* Are they faceless foes for the heroes to fight, benevolent patrons ready to aid the heroes in their war against crime, or just neutral entities out for a big profit? All facets of corporations are covered, from their organization and goals to proxy fights and takeover bids. Over thirty corporations, as well as the characters who make them what they are, are detailed in this 112 page sourcebook for *Champions.* There is even advice on how to structure a superhero team as a corporation.
St #434 *112 pgs* *Call*



Middle-earth Role Playing™
2nd Edition/Hardbound
Middle-earth Role Playing Second Edition *(MERP™ II)* includes new material, but remains the same rules system and is fully compatible with the first edition *MERP* and its dozens of sourcebooks & supplements. *MERP II* provides expanded Middle-earth peoples descriptions with new specific backgrounds. There are now predesigned *Character Templates* that enable both novices and *Lord of the Rings Adventure Game™* afficionados to start playing quickly! New artwork and layout make the presentation and organization of *MERP II* just what today's players want—an accessible, user-friendly rules system. *Gamemaster Guidelines. MERP II* will bring the most popular fantasy trilogy, *The Lord of the Rings,* to life as never before!
St #2000 *272 pgs* *$30.00*

Middle-earth®

In late 1993, ICE released the Hardbound Printing of *MERP 2nd Edition.* The remaining backlist titles from the previous edition are usable with the 2nd Edition rules. Several popular game aids will become available through the first quarter of 1994. The *MERP Combat Screen™* 2nd Edition version is already available. The *MERP Accessory Pack™* features color character stand up counters & displays for a deluxe set-up of role playing in Middle-earth. The release of two poster maps of Middle-earth in a flat format will be welcomed by many fans of *MERP* as well as Tolkien. Second quarter *MERP* releases will feature campaign, adventure and detailed source materials suitable for beginning and experienced explorers alike. *Arnor™* will include material from some of ICE's previous best-selling campaigns (*Rangers of the North™* and *The Lost Realm of Cardolan™*) as well as new material to cover an entire realm in one book! *Palantír Quest™* will offer players an extended series of adventures that culminate in the successful recovery of a Palantír, and *Minas Tirith™* will mark the return of yet another best-seller.

middle earth

Middle-earth Role Playing™ 2nd Edition/Softcover

The same contents as the hardbound, and at a super price!

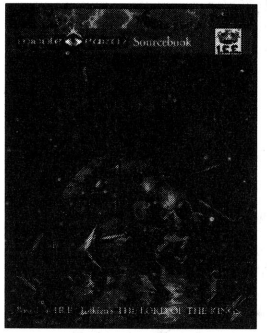
St #2001 *272 pgs* *$20.00*

MERP™ 2nd Edition Accessory Pack
Available April '94

This boxed play aid for use with *Middle-earth Role Playing Second Edition* rulesbook gives players everything they need for a deluxe set-up of their role playing events! An ideal accessory for newcomers and veterans alike! Contents are: one 16 page B&W book of displays & floorplans for adventure material in the *MERP 2nd Edition* rulesbook, one 32 page B&W book with an additional introductory adventure, one new 16 page color book of displays for use with the 32 page adventure, color cardboard characters (with some new characters added) & stands, dice and plastic hex sheet overlays. This is not a complete game—*MERP* rules required.

St #2002 *Boxed* *Call*

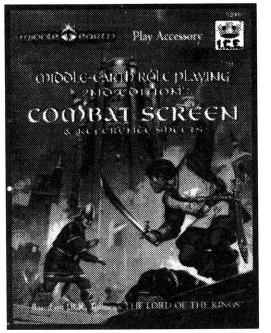




Middle-earth Campaign Guide + map

The must-have background sourcebook for *Middle-earth Role Playing 2nd Edition* rules, the *Campaign Guidebook* gives you 112 packed pages + a full 24" x 36" color map insert of Middle-earth. The well-documented reaches of northwestern Endor, as well as the shadowy lands that comprise the rest of the continent are included in the in-depth coverage of the entire history of the West. Theme maps detailing topography, climate, trade routes & population centers will help any Middle-earth campaign. There are also guidelines for incorporating the Middle-earth setting into other major role playing systems, such as ICE's advanced level *Rolemaster™*. Also included is a comprehensive glossary of terms for the unique names Tolkien created for the people, cultures, and places of Middle-earth. The Elvish dictionary provides notes on pronunciation and grammar. All in all this is a stellar publication for Middle-earth gamers and collectors!

St #2003 *112 pgs* *$20.00*



MERP™ 2nd Ed. Combat Screen

A useful play aid for both players and gamemasters and for use with *Middle-earth Role Playing Second Edition*, this sturdy combat screen includes all the *MERP* tables needed for battles, maneuvering, and action. Speed up your role playing campaign with these tables at your fingertips! The screen measures 34" x 11" and the two 17" x 11" reference sheets can be used as screen extenders. Most of this material was previously published in the combat screen for the previous edition of *MERP*. The *Combat Screen* will include some changes in tables corresponding to *MERP 2nd Edition*, but is usable for all editions of *MERP*.

St #2004 *$8.00*

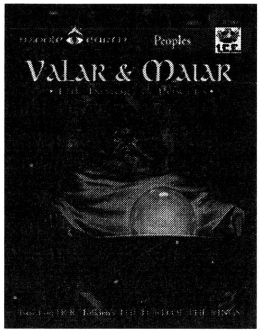


#2005 Arnor™ (M-E Realm)
Available April '94

Arnor is the initial release in the new *Realms of Middle-earth* series, usable with *MERP 2nd Edition* and all previous editions of *MERP*. In the year 861 of the Third Age, Arnor was sundered. Thus the North Kingdom split into three independent, neighboring but lesser states Arthedain, Cardolan, and Rhudaur. This realm sourcebook details the three sister kingdoms and their relations with one another. Much of the material covering Arthedain and Cardolan was previously available in *Rangers of the North* and *The Lost Realm of Cardolan*. Much of the information on Rhudaur, together with more extensive lore concerning the inhabitants of sundered Arnor, has never appeared in previous modules. *Arnor* includes color terrain maps detailing the lands of Arthedain, Cardolan, and Rhudaur. Color city maps depicting the avenues, gardens, and libraries of Annúminas; and the earthen dikes, stone walls, and high guard owers of fortified Fornost are also included. This debut of the *Realms of Middle-earth* series will include three 17" x 22" color inserts. *Arnor* is a grand beginning to a super series!

St #2005 *416 pgs* *$30.00*





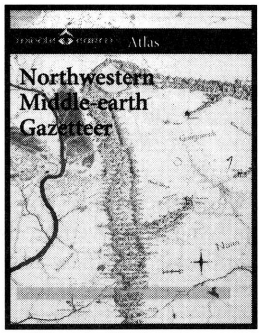
Valar & Maiar (Peoples of M-e)
Lavishly-illustrated in black & white, this 96-page character compendium documents the Holy Ones, the guardians of Middle-earth. Here you'll find detailed descriptions of all the exalted Valar, including Manwë, Elbereth, Aulë, and the Black Enemy Morgoth . You'll also find complete summaries of the Valar's immortal servants, the Maiar: including the noble Wizards like Gandalf and Saruman and awful overlords like the fiery Balrog of Moria and Sauron, the Lord of the Rings. Covering everything from enchanted powers and mystical magic items, *Valar & Maiar* should delight any fan of Tolkien's wondrous world. Perfect bound.
St #2006 *96 pgs* *$15.00*

#2007 Minas Tirith™ Citadels of Middle-earth Available July '94
The first city-book previously published for ***Middle-earth Role Playing,*** returns as the first in a series of Citadels for ***MERP™ 2nd Edition.*** This new printing of *Minas Tirith* will feature a brand new, expanded and improved 2 ft. x 3 ft. color city map insert! The new lay-out will make this book full of all the information you need to take your campaign to the famous Guarded City of Minas Tirith. The capital of Gondor is the preeminent symbol of the struggle against Sauron of Mordor. No other city in western Middle-earth offers greater hope for the defense of the Free Peoples. This printing of *Minas Tirith* will also include stats for the *Lord of the Rings Adventure Game* !
St #2007 *272 pgs* *Call*

#2008 Middle-earth Role Playing Poster Maps™ Available April '94
Finally, ICE's original map of Middle-earth is available again in poster format! This 2 ft. x 3 ft. poster map includes the wild lands — north, west, south, and east — and does not have a grid overlay. This map will also be on heavier paper than the gridded map included in ICE's *Middle-earth Campaign Guide* (ST#2003). Also included in this finely packaged tubed set is ICE's second major map, Northwestern Middle-earth, that first appeared in the second guidebook and is currently available in ICE's *Northwestern Middle-earth Gazetteer* (ST#4002). This map focuses on the most well known areas of Middle-earth where the action really is — from Arnor to Mordor and from Angmar to Gondor — this map presents a more close up view of the settings for many of ICE's campaign supplements than the original Middle-earth map. The Northwestern Middle-earth map is 22 in. x 34 in. and will also be on heavier paper without a grid overlay. These two acclaimed maps in poster format — NO CREASES! — are sure to be a must for any Middle-earth gamer or enthusiast.
St #2008 *maps* *Call*

Palantír Quest™ Available May '94
Strange portents in the great Seeing-stone of Minas Tirith give promise that one of the lost Palantíri of the North has returned to the lands of Men. Can your adventurers find this legendary treasure and bring it to King Elessar? Rogues of the wilds, blizzards out of the Forodwaith, and the greed in Men's hearts all conspire against you in this supplement for use with *MERP.* Meet the challenges posed in this extended series of adventures—a campaign—that culminate in the successful recovery of a Palantír. *Palantír Quest* is suitable for players moving up from the *Lord of The Rings Adventure Game* to ***MERP*** or for those discovering fantasy role playing for the first time with ***MERP 2nd Edition*** rules. The quest is also suitable for the experienced GM who wants exciting, detailed, linked scenarios that require no extra set-up work. *Palantír Quest* is also usable with ***Rolemaster,*** ICE's advanced FRPG. All the NPCs and sites involved are fully described, and the course of the adventure is completely charted.
St #2009 *144 pgs* *Call*





Northwestern Middle-earth Gazetteer™
This gazetteer is the first available component of the upcoming *Northwestern Middle-earth* project. The gazetteer covers every significant locale in this important region. Includes a gridded, colorful reference map.
St #4002 *160 pgs* *$20.00*

Angus McBride's Characters of Middle-earth™
Enthusiasts and collectors now have access to nearly 30 full color plates of superb art and characters created by Angus McBride for the *MERP* game.
St #8007 *64 pgs* *$14.95*

Greater Harad™
Greater Harad is located south of the burning sands of Far Harad, near the seven cities of Sirayn.
St #3111 *80 pgs* *$14.00*

Middle-earth™ Backlist

The *Middle-earth* titles listed on this page are fully compatible with the new *MERP 2nd Edition.* Much, but not necessarily all, the material that these books cover will eventually be improved, updated, and combined into new releases. Until then, get these titles while supplies last!

Minas Ithil™
Minas Ithil deals with Minas Tirith's sister city, destined to fall to Sauron's Witch-king and become the horrific Minas Morgul.
St #8302 *128 pgs* *$18.00*

Calenhad™
Calenhad, one of Gondor's seven Beacon Towers, presents a crucial fortress in the defenses of the South Kingdom.
St #8203 *48 pgs* *$9.00*

Nazgûl's Citadel™
Brooding above the ruins of an ancient city in Greater Harad, the fortress of the Storm King harbors the Army of the Southern Dragon.
St #8205 *112 pgs* *$14.00*

Mouths of the Entwash™
Come to the Entwash, where smuggling has become a local tradition.
St #8011 *40 pgs* *$7.00*

Warlords of the Desert™
Visit the bustling port city of Dar, where you'll meet traders and rogues from Far Harad and beyond.
St #8012 *40 pgs* *$7.00*

Rogues of the Borderlands™
Set in the foothills of the Blue Mountains, this module details the adventurous frontier of Arthedain.
St #8014 *40 pgs* *$7.00*

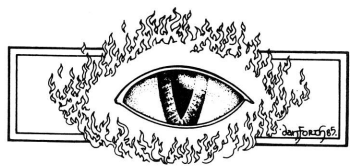
Ghost Warriors™
Venture into the forgotten Underdeeps (with a new mapping system) to quell the menace of Dunnish Wights and their powerful shaman.
St #8016 *48 pgs* *$10.00*

Perils on the Sea of Rhûn™
An ancient evil stirs on the Isle of Wrath in the Sea of Rhûn.
St #8110 *32 pgs* *$6.00*

Denizens of the Dark Wood™
The Necromancer's presence in Mirkwood has brought Orcs, Trolls, and Giant Spiders.
St #8111 *32 pgs* *$6.00*

Hazards of the Harad Wood™
Secrets hide within Far Harad's Vale of Tears.
St #8112 *32 pgs* *$6.00*

The Necromancer's Lieutenant™
Confront the Easterling who masterminds the gathering of an army in the shadows of Mirkwood.
St #8113 *32 pgs* *$7.00*





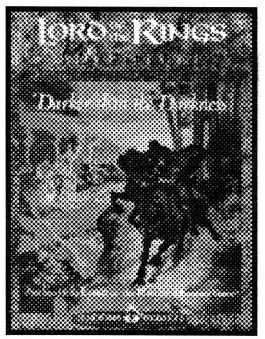
Lord of the Rings Adventure Game™ (LOR) Boxed Set
LOR introduces novices to role playing in Middle-earth. It's easy and fun—there's no weighty tome of rules that must be read before the entertainment begins. Instead, the first pages of the adventure, *Dawn Comes Early,* explain the most basic concepts. Then the players choose characters and you're playing before you know it.
St #LR0 *Boxed* *$18.00*

Over the Misty Mountains Cold™
Come adventure in the Misty Mountains and encounter Stone Giants, Dwarven ruins and hordes of Goblins. Moraglar, a Dark Elf in the service of the dread master of Dol Guldur, lengthens the shadows surrounding his forest keep with diligent cruelty. Numerous GM notes and Examples as well as the directed structure of the scenario enable the novice GM to run this adventure with assurance. Maps and floor plans for important sites are provided. This series is especially suited to fans of Middle-earth who are new to role playing.
St #LR2 *64 pgs* *$10.00*

Lord of the Rings™

Like us, you thought *The Hobbit* was a great read, and *The Lord of the Rings* unsurpassable. And now you're hoping to find more of Tolkien's magic in a game. You're in luck! Playing *Lord of the Rings Adventure Game™* (*LOR™*), you'll experience that magic in a new way—more immediate than books and more challenging than daydreaming.

LOR is our first truly introductory role playing game system. Open the first book, and you start playing right away.



Darker than the Darkness™
Rusark the Implacable has been dead many long centuries, but his lust for power persists beyond the grave. *Darker than the Darkness* continues the adventure started in the LOR boxed set. This module also includes the third *LOR* adventure, *Bad Men, Full O' Thievery.*
St #LR1 *96 pgs* *$12.00*

ICE on the Two-Lane Blacktop

Though many of you have seen far too much ice on your roads this winter, we do want you to know how to find us (ICE) on the road at conventions this spring & summer!

GAMA Trade Show
March 29 through 31
New Orleans, LA
Booths #17 & #18

Origins
July 7 through 10
San Jose, CA
Booth Area 17D&E — 19D&E

GEN CON®
August 18 through 21
Milwaukee, WI
Booth Area 123 Main Hall

Frankfurt Book Fair
October 5 through 10
Frankfurt, Germany
Hall 4.0, Aisle K, Stand 910

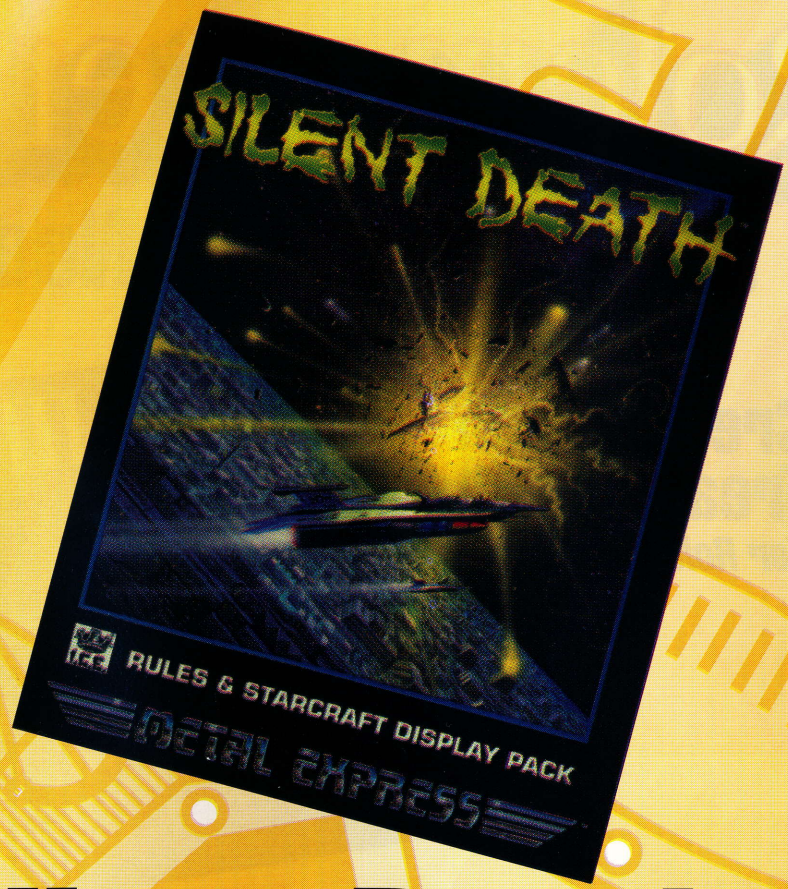
If you are interested in getting support from ICE for events you run at regional cons, or for in-store demos & gaming, please feel free to contact us directly! We need as much notice as possible, and ask that you complete one of our convention support request forms. Just call 1-800-325-0479 for more info!

...And on the Information Superhighway!

Gemstone III ™ On-line Game
ICE has licensed Simutronics Corporation to use the *Rolemaster*™ system and the *Shadow World*™ setting for their on-line game, **Gemstone III**™ on the GEnie®network. Not only are the other players human, so are the on-line Gamemasters! Warm up your modem and get on-line. For information on the GEnie® network, call 1-800-638-9636 (US or Canada) or write GEnie, c/o GE Information Services, PO Box 6403, Rockville, MD 20850-1785.

ICE and Hero Data Goes On-Line
Bulletin boards and discussion areas about ICE and Hero products can be found on GEnie®, America Online®, and CompuServe®. Look for topics such as ICE, HERO, Rolemaster, Silent Death, etc. Hard-core deckers can leave e-mail to ICE via Internet mail address: I.C.E@GENIE.GEIS.COM (Note there is no period between the E and the @.) The Cybernauts who monitor these services are frequently busy, so be patient if you are waiting for a response.

Hero aficionados should check out *Heromaker*™ software for IBM PC compatibles (requires MS-DOS 3.1+, 640K, a mouse and EGA or better). Just pick the abilities you want and your character is created, ready to print! Not available from ICE, contact Hero Software Inc., PO Box 699, Aptos, CA 95001-0699. Send $25 +$3 S&H. CA residents add 8.25% sales tax ($2.06).Shipped on 720K 3.5" or add $2 for 5.25" (specify 360K or 1.2M). Allow 6 to 8 weeks for delivery. Orders are subject to a shrinkwrap license agreement which is available upon request.



Silent Death:™

A fast-paced game of Space Fighter Combat



